

Categories	Differences	Development Hardware	Retail Hardware	Details	Note	Revision Date
OS	Behavior when an internal error occurs	Halt execution (Panic)	FATAL error	Development Hardware The program halts when an error occurs within the OS library and a return value cannot be returned. Retail Hardware If an error occurs within the OS library and a return value cannot be returned, it is a fatal error.		6/24/2011
AC	Specifying the type of AP to connect to.	Possible (debug mode)	Error	Development Hardware In debug mode, you can use the DebugSetApType function to specify which type of AP to connect to automatically. Retail Hardware This cannot be specified.	If you call the applicable function(s) on retail hardware or on development hardware that is not in debug mode, it will cause an error.	5/18/2011
AC	Specifying the network connection level	Possible (debug mode)	Error	Development Hardware In debug mode, you can use the DebugSetNetworkArea function to specify the connection request level for automatic connections. Retail Hardware This cannot be specified.	If you call the applicable function(s) on retail hardware or on development hardware that is not in debug mode, it will cause an error.	5/18/2011
AC	Calling a function to change network setting #1	Possible (debug mode)	Error	Development Hardware In debug mode, you can use the DebugSetNetworkSetting1 function to change connection setting #1. Retail Hardware This cannot be changed by any function.	If you call the applicable function(s) on retail hardware or on development hardware that is not in debug mode, it will cause an error.	5/18/2011
BOSS	Connection information sent to the BOSS server	For development hardware	For retail hardware	Development Hardware Connection information for development hardware is sent. Retail Hardware Connection information for retail hardware is sent.	The BOSS server can determine whether a connecting CTR system is development hardware.	5/18/2011
CEC	Resetting address filters	Possible (debug mode)	Error	Development Hardware In debug mode, you can pass true as an argument to the StartScanning function to reset address filters when scanning begins. Retail Hardware You cannot reset address filters.	By resetting address filters, you will be able to reconnect immediately. Calling the StartScanning function with true as an argument will cause an error both on retail hardware and on development hardware that is not in debug mode.	5/18/2011
CEC	Entering "exclusive" mode	Possible (debug mode)	Error	Development Hardware In debug mode, you can call the EnterExclusiveState function to use background communications exclusively for StreetPass. Retail Hardware You cannot use background communications exclusively for StreetPass.	If you call the applicable function(s) on retail hardware or on development hardware that is not in debug mode, it will cause an error.	5/18/2011
CEC	Formatting StreetPass boxes	Possible (debug mode)	Error	Development Hardware In debug mode, you can call the FormatSaveData function to format StreetPass boxes. Retail Hardware You cannot format StreetPass boxes.	This erases all of the system's StreetPass boxes. If you call the applicable function(s) on retail hardware or on development hardware that is not in debug mode, it will cause an error. Note: FormatSaveData is not mentioned in the Function Reference Manual.	5/18/2011
CEC	StreetPass settings	For development hardware	For retail hardware	Development Hardware StreetPass is run with settings for development hardware. Retail Hardware StreetPass is run with settings for retail hardware.	StreetPass is not allowed between development and retail hardware because they use different settings.	5/18/2011
DLP	System update	Can be forced	Depends on the system version	Development Hardware You can force a client to perform a system update when "Dlp Force Child Import" is set to "enable" under "OtherSetting" in the Config tool. Retail Hardware A system update is not performed when the system version is not older than the server version.	Update Partition (UPP) is required to support Download Play on retail hardware.	5/18/2011
FRIENDS	Server to connect to	For development use	For actual use	Development Hardware Systems connect to the server for development use. Retail Hardware Systems connect to the server for actual use.	This is the location to which login requests are sent when the Login function is called.	5/18/2011
FS	Forced latency emulation for FS access	Can be enabled	Disabled	Development Hardware You can enable forced latency emulation for FS access by calling the InitializeLatencyEmulation function and configuring the Other Settings of the Config tool. Retail Hardware Forced latency emulation is always disabled.	If you do not configure Other Settings in the Config tool, this feature will not be enabled even if you call the InitializeLatencyEmulation function.	5/18/2011
FS	Types of cards that work	Only development cards	Only retail cards	Development Hardware Only development cards work. Retail Hardware Only retail cards work.	Checks for operating environment compatibility prevent retail cards from working on development hardware and development cards from working on retail hardware.	5/18/2011
FS	Settings used to access card save data	For development hardware	For retail hardware	Development Hardware Settings for development hardware are used to access card save data. Retail Hardware Settings for retail hardware are used to access card save data.	Save data is not compatible between development and retail hardware. Save data is not compatible between different cards on retail hardware.	5/18/2011
HID	Recognizing SELECT	Possible (debug mode)	FALSE	Development Hardware In debug mode, you can call the EnableSelectButton function to allow PadReader to recognize SELECT. Retail Hardware SELECT and START result in the same behavior.	You can call the DisableSelectButton function to stop recognizing SELECT.	5/18/2011
UDS	Generated local communication IDs	For development hardware	For retail hardware	Development Hardware Local communication IDs for development hardware are generated. Retail Hardware Local communication IDs for retail hardware are generated.	Local communication is not possible between development and retail hardware, even with the same unique ID.	5/18/2011
UDS	Specifying a channel when creating a network	Possible (debug mode)	Forced to be 0	Development Hardware In debug mode, you can specify a channel when you create a network. The channel specification is forced to be 0 (automatic) outside of debug mode. Retail Hardware The channel specification is forced to be 0 (automatic) when a network is created.		5/18/2011
System (Calibration data)	Checking calibration data	For development hardware	For retail hardware	Development Hardware Information for development hardware is used when calibration data is checked. Retail Hardware Calibration data is used when calibration data is checked.	Calibration data is not compatible between development and retail hardware.	5/18/2011
System (Debugger)	Exception handler settings	Enabled	Disabled	Development Hardware An exception handler is set and the debugger can be used for debugging. Retail Hardware A handler is not set.		5/18/2011
System (Debugger)	Throwing exceptions with the NN_ERR_* macro	Enabled	Disabled	Development Hardware Macros can throw exceptions. Retail Hardware A handler is not set.		5/18/2011
System (Error display)	System debug information	Show	Hide	Development Hardware Details are shown on the upper screen when a FATAL error occurs. Retail Hardware Details are not shown on the upper screen when a FATAL error occurs.		5/18/2011
Tools	Tools included with the CTR-SDK	Run	Do not run	Development Hardware You can run Config and other tools. Retail Hardware You cannot run Config and other tools.		5/18/2011
Built-in applications (Friend list)	Server to connect to when getting icons	For development hardware	For retail hardware	Development Hardware Systems connect to the server for development hardware. Retail Hardware Systems connect to the server for retail hardware.	Icon data is downloaded from different servers when a friend's "Favorite Titles" icon is not on the system.	5/18/2011
Built-in applications (HOME Menu)	Whether ROMs for Nintendo DS/DSi development can be launched	Possible	Impossible	Development Hardware You can launch ROMs for Nintendo DS/DSi development. Retail Hardware You cannot launch ROMs for Nintendo DS/DSi development.	This prevents StreetPass Mii Plaza from using StreetPass to transmit banners for development ROMs.	5/18/2011